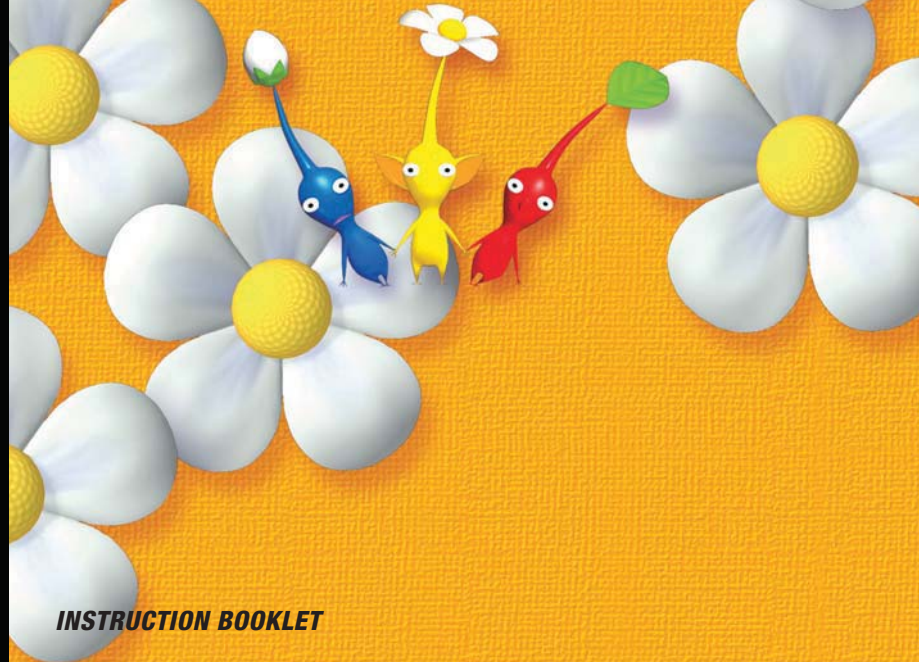


Wii™

NEW PLAY CONTROL!™

PIKMIN™



INSTRUCTION BOOKLET

Any manuals provided with this software are digital reproductions of the original printed manuals. Please note that references may be made to features that can't be used in this version of the game. There may also be references to outdated consumer information, e.g. warranties and support hotlines.

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com

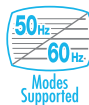
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the PIKMIN™ Disc for your Wii™ system.

WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It contains important warranty and hotline information. Always save this booklet for future reference.



THIS GAME SUPPORTS 50Hz (576i)
AND 60Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.



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Wii Menu Update

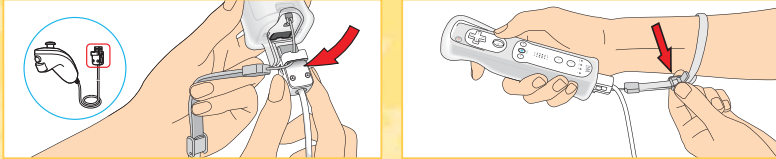
Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.

When the **Wii Menu** is updated, save data or program files that are detected as having been created by unauthorised means may be deleted from the Wii System Memory, as they may damage your console and/or cause interference with game play. Please note that Nintendo cannot guarantee that unlicensed software or accessories will continue to function with the Wii console after this or future updates to the **Wii Menu**.



CAUTION – USE THE Wii REMOTE WRIST STRAP

Feed the cord on the Wii Remote Wrist Strap through the Connector Hook. Insert the Nunchuk™ plug into the External Extension Connector on the bottom of the Wii Remote. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



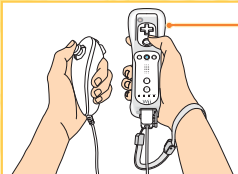
CAUTION: Always keep a firm grip on the Wii Remote and Nunchuk. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

Wii Remote Configurations

- The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.
- The configuration will depend on the game you are playing. Review the appropriate section for the specific controller requirements.



Wii Remote and Nunchuk

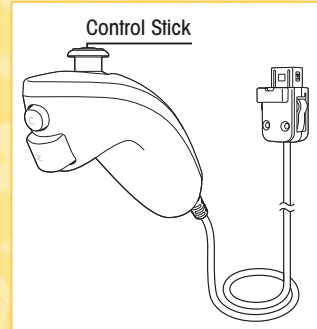
Wii Remote Jacket

Nunchuk Neutral Position Reset

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the **Wii Menu**
- Returning to the **Wii Menu** from games or Channels.



Optimising Your Settings

Volume/Rumble – This game uses the Wii Remote Speaker and the Rumble function. To adjust the volume of the speaker or turn Rumble ON or OFF, do so on the **Wii Remote Settings Option Screen** accessible from the **HOME Menu**.

Language Selection

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Synchronising your Wii Remote with the Wii console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

Standard Mode – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

One Time Mode – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote.** In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

- A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode**.
- Only a Wii Remote in **Standard Mode** can turn the console power on or off.

One Time Mode Synchronisation

NOTE: This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu Screen**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games.**
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.

For more information please refer to the Wii Operations Manual – System Setup.



60 Hz (480i) Mode

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the **+** Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.



EDTV/HDTV (480p) Mode – Progressive Scan

EDTV/HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV/HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV/HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.



Olimar's Adventure

My name is Captain Olimar. On my home planet of Hocotate, I am a well-known space explorer. I use my faithful ship, the Dolphin, to carry all sorts of strange materials for the scientists of my planet to investigate. It is a job of no small importance and I take it seriously.

For a long time I had been working too hard, which is a tendency of mine, so I decided to take some time off by myself to recuperate. The night before I left, my wife prepared my favourite soup. This soup is a famous dish on my planet, made with three large onions and hundreds of miniature red, yellow, and blue Pikpik carrots. Once I had my fill of this delicious dinner, I climbed into my warm bed and began to think of the leisurely vacation that would start the next morning. I finally fell into a deep, peaceful sleep.

The journey began well. With no self-destination in mind, I simply allowed the sleek Dolphin to make its own efficient way through the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon become an epic adventure. I dismissed the thought as foolishness from my overactive brain, then switched the Dolphin to autopilot* and stood up from the control seat to make a hot cup of tea. Just then, a massive jolt shook the Dolphin! For a brief moment, my mind reeled with the possibilities of what might have happened, but I had little time to react. I was thrown against the control panel, and I blacked out.

When I came to, I found that the Dolphin had crashed on a strange planet, in a place whose name and location I could not guess. I thanked the laws of chaos that I was at least safe for the time being. After some inspection, I noticed that the Dolphin was so shaken during re-entry that several of her pieces had been jarred loose, probably scattered around the planet. To make matters worse, my space suit's sensors indicated that the planet's atmosphere contained oxygen, an element incredibly deadly to my people. Fortunately, the life-support system built into my suit seemed unharmed, but I knew that it had only enough remaining battery power to function for another 30 days. If only I could find the engine, then at least I could fly within this planet's atmosphere to search for the other parts...

Will I be able to find the missing parts from my spaceship? Will I be able to return safely to my home and family? I must steel myself against fear and loneliness if I am ever to see them again.

I have decided to record all of my observations and experiences in my journal until I am able to leave this forbidding planet. My only hope lies in the promise of two strange encounters that I had today. The first was the discovery of a large object, similar to the onions on my planet. But it was enormous, and it rested on three legs. The other was the appearance of a small life-form eerily similar in appearance to my planet's miniature carrots. I have decided to name this small life-form...Pikmin.



The Size of Pikmin

Olimar is smaller than your little finger –
and the Pikmin are even tinier!

Compare them to ordinary objects
around you, if you will.

We're about
3 cm tall!

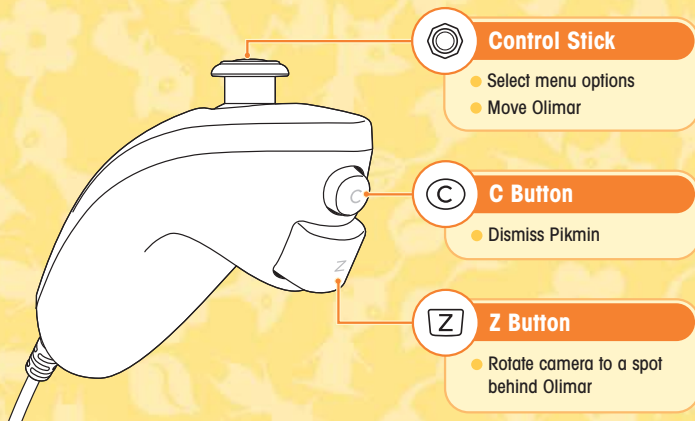
And I'm
around 4 cm
tall!



Basic Controls

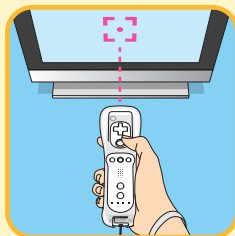
PIKMIN™ is controlled by the Wii Remote and Nunchuk. For a detailed explanation of the controls, see p. 28–30.

Nunchuk



! Pointing with the Wii Remote

Use the Wii Remote's Pointer to move the on-screen cursor. Press the A Button and Olimar will throw a Pikmin towards that spot, or press down on the + Control Pad and point to get the Pikmin to move as a group. If you point at idle Pikmin (p. 30) and press the B Button you can get them to follow Olimar.



You cannot use a Nintendo GameCube™ Controller with PIKMIN.

Wii Remote

Pointer

- Move cursor

A Button

- Select icon or option
- Punch (when Olimar has no Pikmin nearby)
- Pick a planted Pikmin
- Press to pick up a Pikmin and release to throw

- Button

- Display Pause Screen

HOME

- Display HOME Menu



+ Control Pad

- Select menu options
- Move Pikmin as a group
- Change camera elevation
- or Zoom camera in and out



B Button

- Cancel
- Gather Pikmin

Press B while holding A down

Switch between red, yellow and blue Pikmin

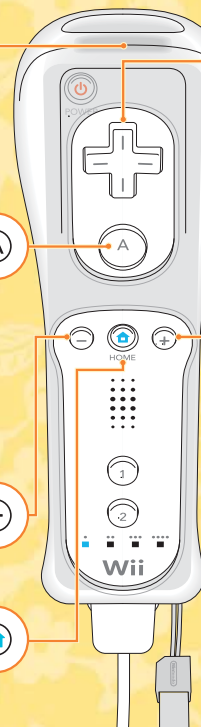
Press + while holding down A

Switch between different Pikmin types (Leaf, Bud and Flower Pikmin)



+ Button

- Check game info on Olimar's Monitor (p. 25)



In PIKMIN, some audio effects will be played from the Wii Remote speaker. If you adjust the settings so the Wii Remote's speaker is turned off, all sounds and music will come from the TV speakers. For more details, please refer to the Wii Operations Manual – Channels & Settings.

Getting Started

- 1 Insert the PIKMIN Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button.
The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.
- 2 Point at the **Disc Channel** from the **Wii Menu Screen** and press the A Button.
- 3 The **Channel Preview Screen** will be displayed. Point at **START** and press the A Button.
- 4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.
The **Title Screen** will be displayed.



Wii Menu Screen



Channel Preview Screen



Wii Remote Wrist Strap Information Screen

Main Menu

Press the A Button on the **Title Screen** and the **Main Menu** will be displayed. Select **START** to go to the **File Select Screen**. If you select **OPTIONS**, you can choose from the following options:

SOUND Adjust the volume of music and sound effects in the game.

HIGH SCORE Check out the top scores from the game.

Note: **Challenge Mode** will be added to the **Main Menu** once you have made a certain amount of progress in the game. This mode will challenge you to grow as many Pikmin as you can in a single day.

File Select Screen

When you start the game for the first time, select any of the Ship's Logs with **NEW** displayed. The next time you play, you can choose to continue a saved game by selecting a Ship's Log with the day number displayed.

Note: Press the 1 Button to copy the selected Ship's Log to another location. Press the 2 Button to erase the selected Ship's Log.

Select Which Day to Continue Your Game From

Use the – Button and the + Button to select the day you wish to continue from. Please note that if you continue your game from an earlier day and then save your game, the previous data will be overwritten.

! Saving Data

You can save your progress at the end of each day (p. 23) by selecting **SAVE**. To save your progress, you will need at least 31 blocks of free memory in the Wii System Memory. Please note that once you overwrite or delete save data, it cannot be recovered. For information about erasing files from the Wii System Memory, please refer to the **Wii Operations Manual – Channels & Settings**.

About Pikmin

Olimar encounters three differently-coloured varieties of Pikmin which inhabit the planet. Understanding the unique capabilities of each type of Pikmin is the first step towards Olimar getting off this strange planet and heading home.

What Exactly are Pikmin?!

Pikmin are the curious life forms that Olimar discovers on the planet on which he crash-lands. For reasons he cannot fathom, the Pikmin are cooperative and willing to assist him in his quest to rebuild the Dolphin. Pikmin are highly-intelligent creatures, and after they are thrown (p. 29) or grouped together (p. 30), they are capable of performing a variety of different actions, including carrying objects and attacking enemies.



Command Up to 100 Pikmin in the Field

Olimar can have a maximum of 100 Pikmin with him in the field at the same time. Note that any Pikmin that are planted in the ground, engaged in a task or idle (p. 30) are all included in the total 100.



Pikmin Can Do All Kinds of Things!

Pikmin are very versatile and can help Olimar in a whole variety of different ways. By throwing Pikmin or grouping them together, Olimar can command the Pikmin and get them to carry out different actions depending on the situation. By getting a number of Pikmin to perform the same task together, they will be able to carry it out more quickly.

Fight Enemies



Pikmin can gang up and defeat fearsome monsters.

Break Down Walls



Pikmin can destroy gates blocking their way.

Carry Things



Pikmin can carry pellets (p. 19) and defeated monsters back to the Onion. They can also carry ship parts back to the Dolphin.

Use Bomb-Rocks



Yellow Pikmin can pick up powerful bomb-rocks and then set them to detonate next to enemies or gates.

Move Obstacles



Pikmin can push obstacles out of the way.

Build Bridges



By building bridges, Olimar and the Pikmin can gain access to previously unreachable areas.

The Three Types of Pikmin

Pikmin and their Onions (p. 27) are either red, yellow or blue. Each Pikmin has different characteristics depending on their colour. If you want to shorten Olimar's stay on this planet, it's important to think about which type of Pikmin is right for each task.



Red Pikmin

We can stand high temperatures and have really powerful attacks.

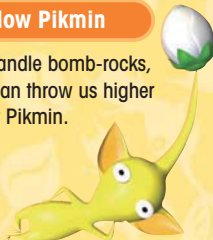


Blue Pikmin

We love water and will never drown.

Yellow Pikmin

We can handle bomb-rocks, and you can throw us higher than other Pikmin.



You can throw us really high!



! Handle with Care!

When thrown near an obstacle or an enemy, yellow Pikmin carrying bomb-rocks will set their bombs. Don't stand too close – these bombs pack a punch!



How to Grow More Pikmin

Onions expel the seeds that plant themselves in the ground and grow into Pikmin. An Onion will expel Pikmin seeds whenever Pikmin carry pellets or defeated enemies back to it.



Pellet Posy

When a Pikmin smacks this flower and knocks it to the ground, it will turn into a pellet.

Pellet

Pellets are the energy source that the Onion uses to create new seeds. The number on top shows how many Pikmin are needed to carry the pellet.



Pikmin will carry objects back to the Onions of their own colour. When Pikmin of different colours are carrying an object, the Pikmin colour-type that there are most of will take it back to their Onion.

Pikmin Growth

If you leave Pikmin planted in the ground for a while without picking them, they will extract more nutrients from the soil and grow, maturing from Leaf Pikmin to Bud Pikmin and finally to Flower Pikmin. The more mature Pikmin are, the faster they can move and the more swiftly they will transport pellets and defeated monsters back to their Onions.



Leaf Pikmin



Bud Pikmin



Flower Pikmin



✿ Olimar is smaller than your little finger -
and the Pikmin are even tinier!

Finding Spaceship Parts



When Captain Olimar's ship collided with a meteor during his space voyage and crash-landed on an alien planet, parts of his ship were scattered over the planet's surface. Now Olimar must enlist the help of the Pikmin to find the parts of his spaceship and make his escape from the planet.

The Goal of the Game

The planet where Olimar is stranded is made up of a number of very different areas. Olimar's task each day is to search a single area and recover the missing ship parts. At sunset, Olimar's daily search comes to an end. Once Olimar locates a certain amount of ship parts, he will be able to repair his ship and fly to another area.

Note: Only one area can be searched on a single day.

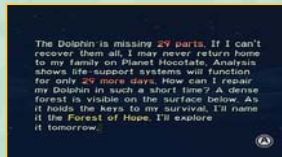
Find All 30 Parts

There are a total of 30 missing parts of Olimar's ship. If he doesn't locate them, Olimar may never see his beloved wife or his home planet of Hocotate again.



You Have Only 30 Days!

Because of toxins in the planet's atmosphere, Olimar has no time to waste in completing his task and finding all his ship's missing parts. The life support system in Olimar's space suit will protect him from the planet's deadly atmosphere for only 30 days.



The Events in Olimar's Day

Olimar and the Pikmin have until sunset each day to search one area and locate those ship parts.

Area Select

The first step is to select the area you want Olimar to head to. You can press the - Button to return to the **Title Screen**.



Spaceship Parts in Area

★ shows parts you've already found. ☆ indicates parts that you still haven't found.

Number of Pikmin in Onions

Total of red, yellow and blue Pikmin inside their onions.

Olimar's Diary

Press the + Button to read Olimar's latest diary entry.

Number of Parts Collected

Exploring the Area

Team up with the Pikmin to explore your surroundings (p. 26) and locate those missing ship parts.

Sunset

The surface of the planet is a dangerous place to be once the sun goes down, so Olimar blasts back into orbit in the Dolphin at the end of each day. The following kinds of Pikmin are able to board their Onion (p. 27) and take off along with the Dolphin at sunset:



- Pikmin following Olimar
- Idle Pikmin (p. 30) near the Onion

Note: Pikmin still in the ground will remain in the area. Any Pikmin not accompanying Olimar which are separated from the Onion at sunset will be eaten by enemies during the night.

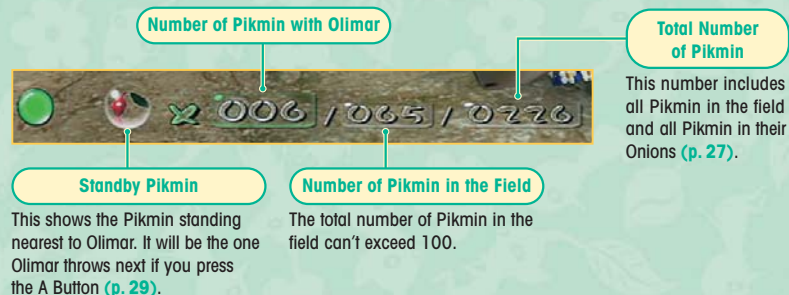
Understanding the Display

Check out vital info and statistics while you explore each area of the planet.

The Main Screen

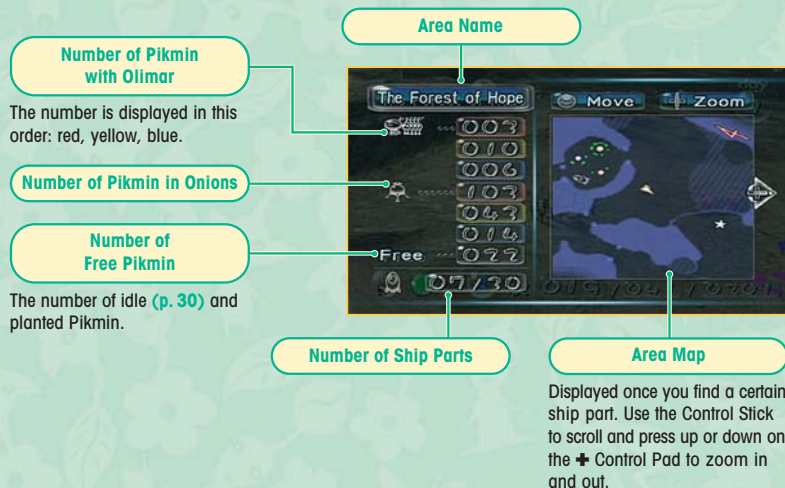


Pikmin Info



Olimar's Monitor

Press the + Button to view Olimar's monitor and check your current position and detailed Pikmin statistics.



Map Icons

- ▼ ... Olimar's current position
- 📍 ... Location of spaceship
- ★ ... Spaceship parts
- 🍎 ... Onion
- 👤 ... Pikmin
- 🌱 ... Pikmin planted in the ground, working or idle

Game Controls Guide

Press right on the + Control Pad while viewing Olimar's monitor to access a guide to the game's controls.



Exploring with the Pikmin

When Olimar arrives in a new area, he teams up with the Pikmin to explore it. Pikmin will perform a variety of actions, depending on the situation.

Exploring New Areas

The first step after Olimar arrives in a new area is to either pick planted Pikmin or call them from the Onion. Once you have called the number you want from the Onion, team up to find those vital ship parts. Get the Pikmin to carry the parts back to the Dolphin.

Pause Screen

Press the -Button to pause the game. To continue, either select CONTINUE from the menu, press the B Button or press the -Button. While the game is paused, the following menu will be displayed:

CONTINUE Return to the game in progress

GO TO SUNSET .. End the current day

CONTINUE FROM

PREVIOUS SAVE .. Return to the **File Select Screen** without saving

! Damage to Olimar's Space Suit

When Olimar's space suit damage meter reaches zero, Olimar will be forced to return to the ship, and the day will end. When this happens, nocturnal predators will eat most of your Pikmin during the night. Only those still planted in the ground and the ones underneath or inside the Onions will be spared.

Note: Damage to Olimar's space suit can be repaired by standing in front of his spaceship and pressing the A Button. When Olimar starts a new day, any damage to his suit will have been repaired.

What are the Onions?

Onions are curious objects which produce new Pikmin seeds and act as a nest for the Pikmin. There are red, yellow and blue Onions which produce Pikmin of the same colour. Any Pikmin following Olimar at the end of the day will return to their Onion and can be called out the following day. Once Olimar discovers an Onion, it will follow his spaceship into orbit at the end of every day.

Picking Planted Pikmin

Onions absorb nutrition from the pellets and defeated enemies that the Pikmin carry to them and produce new Pikmin seeds. After a short time, these seeds will mature into Pikmin and when the sprouts growing from their heads grow long enough, you can pick them by pressing the A Button. Freshly-picked Pikmin will follow Olimar.

Note: When there are already 100 Pikmin in the field, the Onion will not expel new seeds; instead, the newly created seeds will be stored inside.



Calling Pikmin from Onions

Press the A Button under an Onion and you will be able to call out Pikmin of the same colour as the Onion. You can also return Pikmin in the same way when you have too many in the field. When the screen below is displayed, press up and down on the Control Stick or up or down on the +Control Pad to select the number of Pikmin you want to call out or return to the Onion. Confirm your choice by pressing the A Button.

Note: When there are mature Pikmin in the Onion, they will come out in this order: flower, bud, then leaf.

Number of
Pikmin to Call Out
or Return



Pikmin in the
Onion

Number of Pikmin with Olimar

Controlling Olimar

Master Olimar's controls and you'll have the Pikmin following your every command in no time.

Move Olimar

Tilt the Control Stick to move Olimar in that direction.

Punch

When there are no nearby Pikmin for Olimar to throw, press the A Button and Olimar will deliver a punch.



Changing the Camera Angle

Press up on the **+** Control Pad to change the height of the camera and use left or right on the **+** Control Pad to zoom in and out. If you press the Z Button the camera will rotate to a spot behind Olimar.



Press **+**



Commanding the Pikmin

Olimar can interact with the Pikmin in a variety of different ways.

Pick Planted Pikmin

Stand near to a planted Pikmin and press the A Button to pick it. Press the A Button repeatedly to pick multiple Pikmin one after the other.

Throw Pikmin

When there are Pikmin following Olimar, press the A Button and he will grab hold of the nearest Pikmin. Release the A Button to throw the Pikmin to where the cursor is pointing. The thrown Pikmin will automatically react to the situation and perform an action, where appropriate.



Point at the screen to move the cursor

Use the A Button to throw the Pikmin

Note: Press and hold the A Button and the Pikmin will line up by colour behind Olimar. While still holding down the A Button, press the B Button to select a Pikmin to throw by colour, or press down on the **+** Control Pad to select a Pikmin to throw in order of Bud, Leaf and Flower Pikmin. Release the A Button to throw the selected Pikmin. Press the A Button repeatedly to throw the same type of Pikmin you selected, one after the other.

Dismiss Pikmin

Press the C Button to dismiss the Pikmin following Olimar and separate them by colour. Dismissed Pikmin become idle Pikmin (p. 30).



Gather Pikmin

Point the cursor at idle Pikmin and press the B Button to group them together near Olimar. These Pikmin will now follow Olimar.



Note: Idle Pikmin will also follow Olimar if he touches them.

Command Pikmin Group

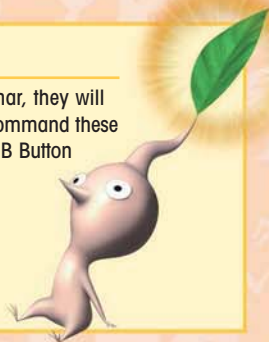
Press down on the **+** Control Pad and use the Wii Remote to move the cursor and the Pikmin following Olimar will all move to the point you selected. When commanding Pikmin as a group, you can also get them all to perform the same action.



Command the Pikmin as a Group!

Idle Pikmin

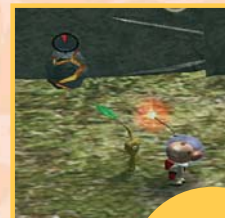
When Pikmin are dismissed or become separated from Olimar, they will become idle and remain in the same place. Olimar cannot command these idle Pikmin. Point the cursor at the idle Pikmin and press the B Button or touch them and they will return to Olimar.



Pikmin Q&A

Q Why are my Pikmin going the long way to get back to the Onion?

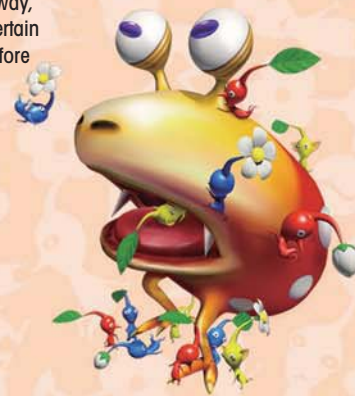
A Pikmin will try to carry an object back to the Onion as fast as they can, but if the fastest route back is blocked by an obstacle, they will take a longer route or stop in front of the obstacle. You should try to open the fastest way for them.



If there are walls in the way, get the Pikmin to use bomb-rocks to tear them down.

Q These monsters are too hard to beat!

A To defeat a large enemy, you should try using more Pikmin. Pikmin may be small, but in large numbers, they can defeat even huge enemies. There are some enemies that can only be defeated in a special way, for example attacking from behind, or using a certain colour of Pikmin. Think about your strategy before you go into battle.



Fighting Technique



It is dangerous to attack from beneath an enemy, but you can slow them down by holding on to their feet. While accepting a few sacrifices in order to slow your opponent, you can try to attack from another angle to balance your fighting technique. You can also try attacking the enemy with only one colour of Pikmin. Red Pikmin are tough and reliable in battle.

Q How can I increase the numbers of one colour of Pikmin only?

- A Pikmin will try to carry pellets and enemies back to the Onion of their colour. Try to use this behaviour to your advantage.



Note: To make more yellow Pikmin, get yellow Pikmin to carry pellets and enemies.

Q Why do my Pikmin pass up pellets and fallen enemies without carrying them?

- A Hold down the **+** Control Pad to assign the Pikmin a task as a group. By using down on the **+** Control Pad you can not only control the group's movement, but you can also assign the group a task. When you push the group towards a pellet or fallen enemy while pressing down on the **+** Control Pad, the Pikmin in the group will try to carry it.



Q I can't do very much in one day!

- A Perhaps you should assign groups of Pikmin different simultaneous tasks to make better use of time. For example, while 20 Pikmin are busy breaking down a gate, another 20 can be carrying food back to the Onion, while yet another 20 are busy fighting an enemy with Olimar. When the day nears its end, you should try to collect all of the Pikmin who were left working or idle in different areas.



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